

SUPER NINTENDO • GENESIS • TURBO GRAFX • NEO GEO • LYNX • GAME GEAR

DIEHARD

# GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 1 • ISSUE 6

VIRGIN'S AWESOME NEW  
**COOL SPOT**  
FOR THE SEGA GENESIS  
FIRST LOOK  
**STREET FIGHTER II**  
CHAMPION EDITION FOR SEGA GENESIS

INSIDE THIS ISSUE!

SEGA TRAINING FORCE, BATMAN CO.,  
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SUPER NES: TAZ-MANIA, TUFF E NUFF,  
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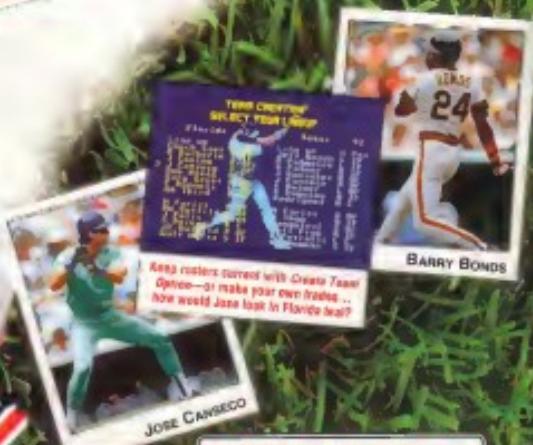


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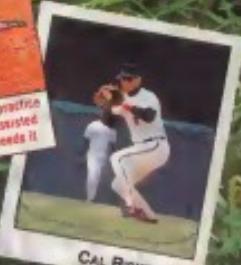
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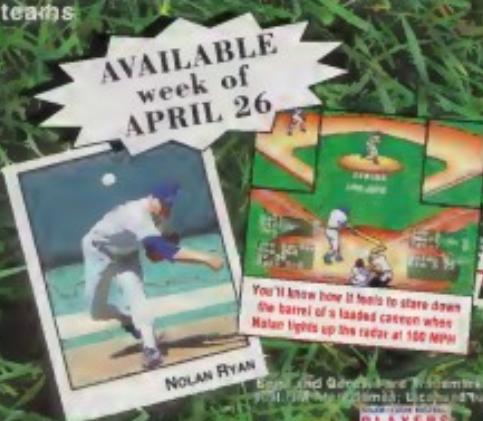
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SEGA  
GENESIS  
IN 3D COLORGRAPHIC



DIEHARD

# GAME FAN

NEXT GENERATION VIDEO GAME MAGAZINE

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Welcome to issue #6. We spent a lot of late nights on this one, so I hope you like it. This past month, mainly due to the upcoming release of Mortal Kombat, my mail box filled with letters from concerned gamers regarding...censorship. It seems like all of you SNES owners already know Nintendo's going to hack the death moves out of your MK. Doesn't Nintendo realize that the people who are going to buy this game have been playing it in the arcades for months? We've already seen the gore, you can't do anything about that now.

It's funny, anyone at any age can flip on the TV and view the most horrendous carnage imaginable, but they have to take the goo out of Splatterhouse. Let's see, today Oprah interviews hemorrhoid sufferers who talk with aliens and, in other news, a man dressed like Ronald McDonald blew up a Burger King and, on Married With Children, Al's rippin' farts and setting traps for the kids. Hey, if you don't like it, turn it off. So, why doesn't the same apply to video games?

Well, in my opinion, it's not so much Nintendo not wanting to expose you to it, as it is trying to avoid bad press. You see there are these special interest groups (people who have no lives) that have nothing to do but tell us why the world's such a mess and how they are going to fix it (funny, most of these people look like the kind you spend your whole life trying to avoid). Anyway, they believe that after, let's say, a good game of Splatterhouse, we are all going to go out and buy hockey masks and chainsaws then cruise down the street wasting people. "You're selling violence", they say, and I guess the big "N" hears them. So Nintendo, rather than rocking the boat in fear of lost revenues, just goes along...I guess. Basically, they're playing it safe. So, here's what I think: Being that gaming now covers a huge age group, from 8-85, why don't they just rate the games similarly like movies? Or, better yet, produce half of a title with the violence and half without...that way we could choose. If mom doesn't want you seeing Raiden exploding heads, then she can buy the "G" version. But, for those of us who think that's the best part of the game, we can buy the "R" version. Simple, isn't it? Maybe I should go apply to Nintendo.

The fact is, linking games with violence is simply retarded. I'm pretty sure that most of us realize games are not real duh! Just because we threw a fire ball at Chumby, that doesn't mean Aunt Bee is going to become a crispy critter. For those of you who think games are real, seek psychiatric help, you are messed up. If these special interest groups are so concerned about our well being, why don't they throw a rope around Geraldo, whose guests today are cross-dressers who sleep with power tools, and leave the game industry alone.



# This Gal Gets Around!



Over 30 minutes of full motion animation!



Test your action-reaction skills with 3 levels of difficulty!

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This Gal's been all over, from 70,000,000 B.C. to 4,000 A.D! She's traveling the world searching through time for the devious Luda. Help her stop Luda before the world is destroyed. Jump onto your time machine as you travel through 16 exciting eras from the past, present and future. Leap from plane to plane in a WWII dog fight, sail a Spanish Galleon on the high seas, battle robots in a space station and escape from hungry dinosaurs.

Can you and Time Gal brave the challenges and catch Luda before time runs out?

**Here's one date you won't forget!**

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# MOST WANTED

## TOP 10

Welcome to Game Fan's TOP TEN and MOST WANTED section. Here are the results based on your cards and letters.... Keep them coming, because each time you write in (see instructions below) your name will go into a monthly drawing to win one of the goodies on the bottom of the page. So make your picks and send 'em in!

### TOP TEN

- 1 Street Fighter II (SNES)
- 2 Sonic 2 (GEN)
- 3 Super Star Wars (SNES)
- 4 Streets of Rage 2 (GEN)
- 5 Mario Kart (SNES)
- 6 Art of Fighting (NEO)
- 7 Ecco (GEN)
- 8 World of Illusion (GEN)
- 9 Death Valley Rally (SNES)
- 10 Cobra Command (SEGA CD)

### MOST WANTED

- 1 Starfox (SNES)
- 2 Batman CD (SEGA CD)
- 3 Sonic CD (SEGA CD)
- 4 Batman CD (SEGA CD)
- 5 Battletoads (SNES)
- 6 Final Fight 2 (GEN)
- 7 Bubsy (SNES)
- 8 Mortal Kombat (SEGA CD)
- 9 Silpheed (MEGA CD)
- 10 Landstalker (GEN)

\*First Prize: Your choice of a core SNES, GENESIS, or LYNX!!!! (Cool ha?)

Second Prize: Your choice of Skid, Sgt. Gamer, Tom Slick, or The Enquirer's pick of the month.

Third Prize: A FREE year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Richard J. Camacho of Vero Beach, FL • Second Prize: Craig Mc Nair of Hilton, NY

Third Prize: Brett Phoanka of West Bend, WI

All you have to do to enter the drawing is fill out the readers survey/ TOP TEN card on page 52 and include a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, then send them to:

GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

# HOCLES

Travel With Thy Controller In Hand

T.M.N.T. (Genesis)

Stage select:

At the Konami Logo  
press C, B, B, A, A, A, B,  
C. Then, at the title  
screen press A, B, B, C,  
C, C, B, A. Start the game  
and a stage select screen  
will appear.



## Mazin Saga

(Mega Drive)

Big mode only:

Enter the option screen and set the  
sound # to 18 and the sound effects  
# to 72. Then go to the title screen  
and start the game and fight!



## Shadow of the Beast

(Turbo DUO)

Invincibility:

At the title screen (while  
the beast is running), hit  
II, I, I, II. If the code works  
properly your energy  
should change to 99.



Axelay Ending.  
Finish the game  
on hard twice and  
you should see a  
slightly different  
ending!

## Sonic Blastman (SNES)

Level Select & Very Hard Mode:

Very hard: At the title screen press Start while holding L & R on the top of the joystick.

Level select: At the option screen set the cursor on music end change the music # to whichever stage you wish to play. Then, while holding Select, press L, R, R, L, and Start. Wait a few seconds and you'll skip to that level.

Morrey Tip: Do the same thing as the level select with the music number on HIT and you'll be able to play any bonus stage.

Tom Slick Tip: Do the same thing as the level select with the music number on BOSS to play all the bosses.



## X-MEN (GENESIS)

Stage select:

Turn on the Genesis and on control pad 1 press  
and hold DOWN, A and C. When the title screen  
appears press START, unplug the controller,  
then plug it into port 2 and hit START. Then, plug  
another controller into port 1 and hit START  
again. When you start the game while in the  
control room (see picture) pick one of the excess  
panels (from left to right, 1, 2, 3, etc.) and warp to  
your favorite level!



# POCUS

To a Land Where Cheaters Prosper.

**Streets of Rage 2 (Genesis)**

Play character vs. character:

At the title screen, on control pad 1 hold to the **RIGHT** and button B, and on control pad 2 hold to the **LEFT** and button A. Then, while holding the buttons down hit button C on control pad 2. Start the game and both players can choose the same character.



**ECCO (Genesis)**

**Last Boss code:**

At the password screen type:

AHNLUKR

Try out these:

ALNILSEN

ATLANTIS

STARFISH

NNNNNNNN

FREESWIM



**Star Fox (SFC/SNES)**

**How to find the Black Hole:**

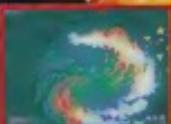
Go to the Asteroid Field on level 1. Wait until you've passed the third group of rotating asteroids (try to get as close as you can to each one before you shoot it), then go to the lower left corner of the screen and look for an asteroid with a face on it. Destroy this and you should see a Black Hole appear. Enter this hole and you'll be in for a big surprise!

**Character test:**

Get a score of 15,000 or more, then enter the continue screen with one credit left. Press in any direction, B, or Y on the second controller and an enemy character will appear on the screen. B or Y on the second controller scrolls through enemies and the first controller scales, rotates, and enlarges the characters.

**How to find Out of This Dimension:**

Go to the asteroid belt on level 3 and blow up the first planet asteroid on the right. Then, an egg will appear. Destroy the egg and a bird will fly out. If you can catch it then you will be transported to a very strange place.



**Tiny Toon Adventure (SNES)**

**Sub-games:**

To play any Sub-Game, enter this password (see picture).



**Action Replay Codes**

**Pugsley's (SNES)**

7E00-9503 Energy  
7E00-4D05 Lives

**Power Moves (SNES)**

7E08-EB20 Unlimited Energy

**Cool World (SNES)**

7E00-ED09 Money  
7E02-1B06 Lives



# THE ADVENTURES OF MONITAUR

MONITAUR, PROTECTOR OF GAMERS EVERYWHERE SCOURS THE NATION FOR THOSE IN DANGER OF PLAYING A BAD GAME.

AND NOW A WORD FROM OUR SPONSOR...



THAT'S RIGHT KIDS! THE NEWEST BLOWMEISTER GAME, "FATAL BLURY II", IS IN STORES TODAY! UNLIKE OTHER FIGHTING GAMES, OURS FEATURES HUGE CHARACTERS, GREAT SOUND + ANIMATION, AND TONS OF SPECIAL MOVES. IN FACT...

MORE LIES!

CLICK

HOW MANY MORE MUST SUFFER FROM THEIR GAMES?!

THREE AT THE SAME TIME! I CAN'T GET TO THEM ALL AT ONCE!!

I'LL NEED SOME HELP

AFTER DESCENDING TWELVE STORIES INTO THE SUB-LEVEL...

GRAB

I HOPE HE'S UP FOR IT.

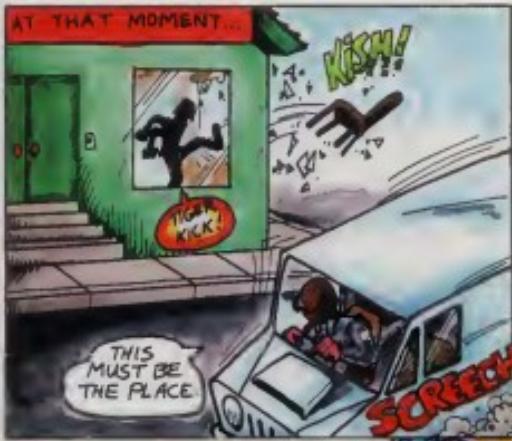








AT THAT MOMENT...





Luigi

I've KIDNAPPED  
MARIO!

Find him OR else!  
I'll destroy the planet!

Bowser



©1993 by  
**Nintendo**

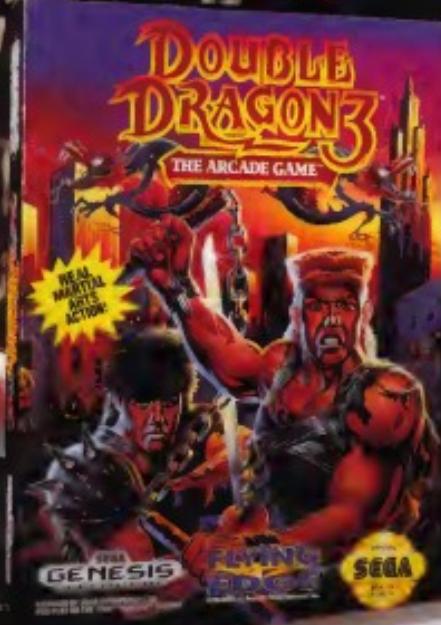
# IMAGINE A WORLD WITHOUT MARIO

MARIO'S NEWEST ADVENTURE IS  
COMING SOON ON SUPER NES®



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BATTLE YOUR WAY  
ACROSS THE GLOBE!

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GENESIS

Flying Edge

SEGA

# VIEWPOINT

## HONESTY IS OUR ONLY EXCUSE

SUMMER IS APPROACHING AND THINGS ARE REALLY HEATING UP. IT'S TIME TO GET OURSELVES OUT OF THE MUD AND SNOW AND SET READY FOR THE SUMMER VACATION. OVER THE NEXT FEW MONTHS, VIEWPOINT WILL SURELY GROW, BUT, FEAR NOT, WE PLEDGE TO MAKE SURE THAT YOU BUY ALL THE RIGHT GAMES, KEEPING YOU INFORMED AND AWAY FROM THOSE HARMFUL UV RAYS.



RATED BY	SKID'S PICK	SGT. GAMER'S PICK	TOM SICK'S PICK	THE ENDURER'S PICK
SEGA	You don't know how hard this is for me. I really, really want to pick Taz but I keep having Flashback and seeing Spots.	This was a close call between Taz and Thoma B'Bill. Since I haven't picked a sports game before, I'm going with hoop. It's too smooth.	Spot is my game of the month. This game represents everything that is right in gaming. No scaling, no Modo 60, nothing. Just pure fun!	There were tons of excellent games this month, but of course, Mr. Fighting always picks a winner. And that winner is Fatal Fury 2.
NEC				
MESSENGER				

### ARMED FORCE - SEGA - 12 MEG - 1 PLAYER - SEE REVIEW PG. 20-21



**80** Role Playing, strategy, great graphics and music. It's off here thanks to Muscle Tanks and D.G.A. This is one of those games you can sit down with for a week. It's long, and involved. Those wanting for RPG's finally get a little taste of Japan. More please.

**90%** Oh ya, commanding insects? He worries, do to battle with the surge and you don't even know name. Shining Force is the ultimate control challenge mixed with a great story. It kept me up for days. Once more, out.

**82%** What I like most about this game is the combination of strategy and RPG. The story is very interesting and the fight scenes are exciting. I like the different characters you can choose to play, you liked Shining In The Darkness, you'll love Shining Force.

**85** Phoenix, like great Shining Force seems to be well worth the money. Phoenix has everything right; action and a very exciting plot. With all characters to choose from, fighting the enemy never becomes boring. Hopefully Sega will keep the series coming.

### GUNFIRE BLOOMERS - VIRGIN - 8 MEG - 2 PLAYER - SEE REVIEW PG. 20-21



**82** Don't let me fib. It's a leg. Hold ya, this is a pro best. However you, among jog and lots was not at true action genre meant take graphics and music this game are often seen and heard. It's one of the all time best for the Genesis.

**90%** No matter what you're into you'll like this game. The quality of the graphics and sound have Virgin beat all over. I assure you it is Global Studio's best game. This game shows what the next level has in store. Trust me, you can't believe Reseda McDonald though.

**92%** Ah, life is good. It's gonna like this that makes god to live life. Virgin took a McDonald game and made it cool. The graphics are crisp and colorful and the sounds is here and upbeat. And quick control is response and you get an awesome game.

**87** I'm really impressed with this start. Virgin makes them look good every time. Reseda taking the lead in the game is a must. Virgin's best game since McDonald. No, no, no. Another good popular was the new vehicles and music. I never knew thought the Gaels could produce could like this.

### COOL SPOT - VIRGIN - 8 MEG - 1 PLAYER - SEE REVIEW PG. 20-21



**80** Here's some of the clearest programming you will ever see on the Genesis. Spot is graphically perfect, fun and challenging, start to finish. David Perry takes a real break with arms and legs and creates a masterpiece. Thanks, David.

**83%** Virgin has managed to take what began as a unique concept and transformed it into one of the most pleasurable and enjoyable action/adventure games of the year. They may lack the walking dialogue, but, these rats can play. With this title, David Perry and his gang truly hit the spot.

**93%** This is one of the best games I've played...ever. The backgrounds are absolutely brilliant and the amount of diversity in spot is amazing. Character control is perfect and the music goes great with each level. The real treat is the bonus levels, top哉.

**95** Spot's got everything you need, the long, extremely fast, great control, and music that just right, as good a 7-Up and a cranberry and go find Spot as soon as it hits the stores, I guarantee you'll dig it.

### AFTER BURNER II - SEGA - CD - 1 PLAYER - SEE REVIEW PG. 36



**80** Afterburner 2 is as fast as a mosquito. If this was all you had to look at, we'd all be weak. Shop on your parachute and bail out on this one. But, grab the handle for your car before you jump.

**85** man...Japan! Can you believe adding T? This game is great. It's been great ever since it came out. Now that we would have seen the real Afterburner. The holes are great, but both AMX on corridor and G-Loc are better games. Oh well, back to Balance COO!

**80%** After playing the Sega CD version, I dropped down to the Amiga CD32 version. Afterburner II is a CD32 game if there ever was one. It's not bad, but it is. This game just doesn't have the feel that part 2 had on first. I liked part 2 more. Most of the game is played from mid-air view, using very few new frames of animation on the planes. Arghh.

**40** After Burner II is another Amiga CD32 game. It's every easy! Yeah right...and THQ games just get passed. What's the deal? There's enough leveling, hot graphics and cool scaling for the whole family. These programmers need to take a look at Balance, they could learn something.

### KING OF THE MONSTERS - TAXARA - 8 MEG - 2 PLAYER - SEE REVIEW PG. 37



**80** Once again the great 3D effects allow programmers to exceed user expectation. For a fraction of the price, it's a win, including the sampled sounds. Makes the KOM one look like dog meat. I like my Genesis even everyday.

**89%** Takara has spent the last few months fiddling the programming muscles on the Genesis. A KOM is their latest thought. I loved the game on the Genesis and little has been done to the improvement. If they can add a few more levels, I might give it 90%. To get the most out of this game, you'll need to put in a lot of time on the underground species list.

**82%** This game impresses like never off the SNES version. The graphics are good, the control is great and most of all the challenge is perfect. Even the music is better than the SNES. I still can't believe it's only 8 meg. Nice job Takara!

**83** Takara has got another winner. That being variation of KOM to just as good as the original. The graphics are much easier than the original and the music is excellent for the Genesis. If Takara keeps on making games this good, who needs Pass-a-square or Duo likes?

### FLASHBACK - 3D REALITY - 12 MEG - 1 PLAYER - SEE REVIEW PG. 38-39



**87** There are some games you just have to have and this is definitely one of them. Can you compare it to out of this world...Nah! There's what's better. Graphics, color, entertainment, story, playability and control. I guess there's about everything... Amazing.

**90%** How often does an action game feel so intense as well as your audience? ... Hardly ever. This one impresses like this one is all about. I have never come across this kind of game that pushes this kind of quality. So, it looks a little longer...Hey, I'd wait.

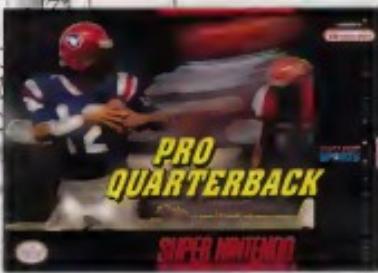
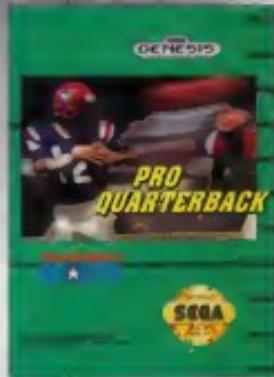
**92%** This game impresses the Genesis to a new level. The amount of animation used in all the movement is amazing. You wish the creators of this. Now try out in the screen, I couldn't live without it. In this game, it's also playing a muscle you need to see over and over.

**90%** Flashback knows many out of this world. The characters aren't better than Pitmon or Pitmon and the story is similar to Pitmon. The game plays to user preference. But, the reason it didn't get a 100% was the music. It's too bland.





# The Season's never over with Pro Quarterback



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SPORTS**

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# SEGA SECTOR



GENESIS PREVIEW  
BY E. STORM

## STREET FIGHTER II

CAPCOM  
FIGHTING  
2 PLAYER  
16 MEG  
AVAIL JUNE



Genesis owners, your time has come! Capcom has officially signed on with Sega and a 16 meg Street Fighter II Championship addition is on the way this June.

I already know what you're going to ask. What's missing? Well, besides the Bison Re-Dizzy combo...nothing. But, what's especially good news is that the control and ease of execution is better than the SNES...oh ya, better processor, better game, the 68000 is tried and true.

Graphics, graphics, graphics. seems like all I hear are SNES donors complaining about 64 colors. Well, 64 colors never looked better!



©1991, TWO DAY ONE



Graphically, this 16 meg cart comes real close to the coin-op. All of the fine scrolls are there, the graphics are crisp and the game moves at the same pace as



the championship coin-op.

As for the music, for a Genesis cart, the tunes are excellent and the voice is surprisingly close. So,



when you add all this up, you inevitably come out with one phenomenal deal on SF2 Champion. Now,



you don't have to go to the arcades and get your butt kicked...be as cheap as you want!





**Meet interesting people**



*assemble your troops.*



*Must I once again,  
slice you into shreds?*



So far in '93, Sega has surprised me with an amazing marketing plan that takes us from some of the best cart-games ever created, to an awesome CD-ROM (just wait!) and finally, a virtual reality system that's not only affordable, but will open up a whole new category for programmers. Wow! All of this, and it's only May.

I am especially excited and optimistic that they are finally taking a stab at the chisso dry RPG market and releasing two dead-on winners, Shining Force and Landstalker. Many of you have probably dabbled with the import versions. But, to truly enjoy this title, I strongly suggest picking up the U.S. version, since a big part of what makes this game so special is the dialogue.

**Skirmish Force**, in my opinion, mixes well playing with strategy successfully for the first time. This is due largely, of course, to the awesome viewpoint given the player during fighting scenes, added to the fun and challenge of strategically matching

**COVINA  
CHIROS**



opponents to ultimately gain ground and win back territory. The role playing aspect of Shining Force takes place mainly in the towns, where you will meet up with a great assortment of warriors, from powerful magic elves, to mighty fighting eagles, all of which you will immediately become attached to, either because of the way they look or fight, or just because of their spirit and vigor in battle. After you have exceeded the maximum number of characters you can bring into battle, you must leave some back at the headquarters. When you find yourself missing them, you know you're into the game and attached to its characters.

Sonic Team is really on to something with this series and they know it, they're already working on SForce 2. But, best of all, SOA sees it too and is finally committed to bringing the U.S. gamer these masterworks from Japan, where RPG's rule the market and many gamers burn the candle at both ends to play games like Shining Force.



### Then... Engage in battles

and

Strategically wipe out enemy hordes.



# AICK & MACK AS THE GLOBAL GLADIATORS



VIRGIN ACTION  
PLAYER 2 MODE  
NOW



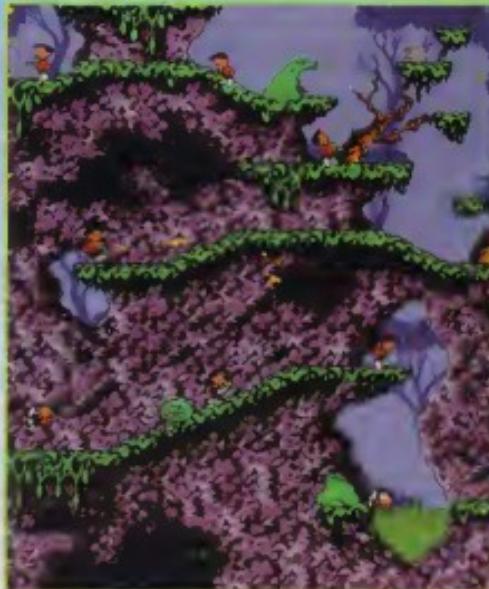
Black about December the 1993, I never had time (which probably now), we did a review on Global Gladiators and, since then, I haven't heard a word about it. Back when I first saw Gladiators and did the review, I thought it was one of the games of the year for the Genesis. But, unfortunately, was released at the same time as Bonzo 2 and just got passed over.

(the box didn't help either, somewhere an artist needs a job). So, since it's too-new for the grandpas, here you go:

First of all, let me set your mind at ease by saying this game is not filled with burgers and fries. In fact, if you look out for the spinning "life" and that lone Ronald McDonald in this guy (grow up), it could very well have been "Knock Knock" or "The Wizard" or "Dress Journey" or something like that. In any case, that's it. It's one kick-ass game and the player should be... Go, Aick!



GOING 2 M



GO, WHERE'S BONZO II



SEGA ACTION  
PLAYER 3 AND  
AVAIL NOW

# COOL SPOT



His mission, produce Genesis games that always amaze and amuse. His weapon, knowledge, creativity and a development system. His enemy ...

None. His name is David Perry and this time he's really done it. In a relatively short period of time, David Perry has taken what amounts to an animated bottle cap, and, once again, broken new ground on the Sega Genesis. It seems like



## PIER PRESSURE



## SHELL SHOCK

every time he makes a game, he redefines the boundaries just a little bit more. Spot is the kind of game action/platform fans dream about, incorporating pinpoint control, phonon animation, fun precision jumping and colorful, high-res graphics.



ELLEN 00000000000000000000000000000000

00000000000000000000000000000000

ELLEN  
tubbiee



OFF THE WALL



WADING AROUND



ELLEN 00000000000000000000000000000000

00000000000000000000000000000000

ELLEN  
tubbiee



TOKING AROUND





Hey ... no scaling or rotation needed!, just great programming. It has dawned on me recently that a lot of the so called next generation games with all of the bells and whistles are the ones that bite. Sure, they may look neat, but let's not forget why we are all here, for a little diversion and a lot of fun.

Spot brings me back to the basics with incredible style and a great sense of humor. It's fun, period. If Virgin ever does get D.P. on a Sega CD title, watch out!, random eye or muscle twitches may occur!





SEGA  
COMMODORE  
PLAYER  
CD  
AVAIL NOW



## BATMAN RETURNS

Let me start off by saying, quietly, "I can't believe it". Not only is the Sega CD a real scaling machine, it can also make what I thought to be just an average action/platformer game into something special. If you've played the action portion of Batman Returns on cartridge, you're about to see what magic can do for a game...what a difference! But, for now, let's talk about the driving and Bat-Ski levels. Where, in a certain amount of time, you must take out a number of bad guys, determined by a gauge in the cockpit, or avoid obstacles and use your skill to successfully cross checkpoints.



59



What's most exciting about these incredible first person portions is that it's not just a show, it's challenging and very, very fun. Once you push your eyes back into your head, you'll be having the time of your life, especially in the sewers. We're talking Magic Mountain here. Never have I rocked and dacked so many times in a game, and these scaling graphics make Stargate look like dice-dice. The stodge is in constant motion, rocking you up and down, and the speed is mind boggling. Add to that how ability trees better than the movie, and you've got one fantastic ride. *Batman Returns* is

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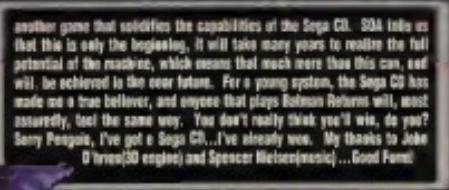
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5



87



another game that solidifies the capabilities of the Sega CD. SOA tells us that this is only the beginning, it will take many years to realize the full potential of the machine, which means that much more than this can, and will, be achieved in the near future. For a young system, the Sega CD has made me a true believer, and anyone that plays *Batman Returns* will, most assuredly, feel the same way. You don't really think you'll win, do you? Sorry Penguin, I've got a Sega CD...I've already won. My thanks to John D'Amico(SO engine) and Spencer Nielsen(graphic)...Good Game!



THE

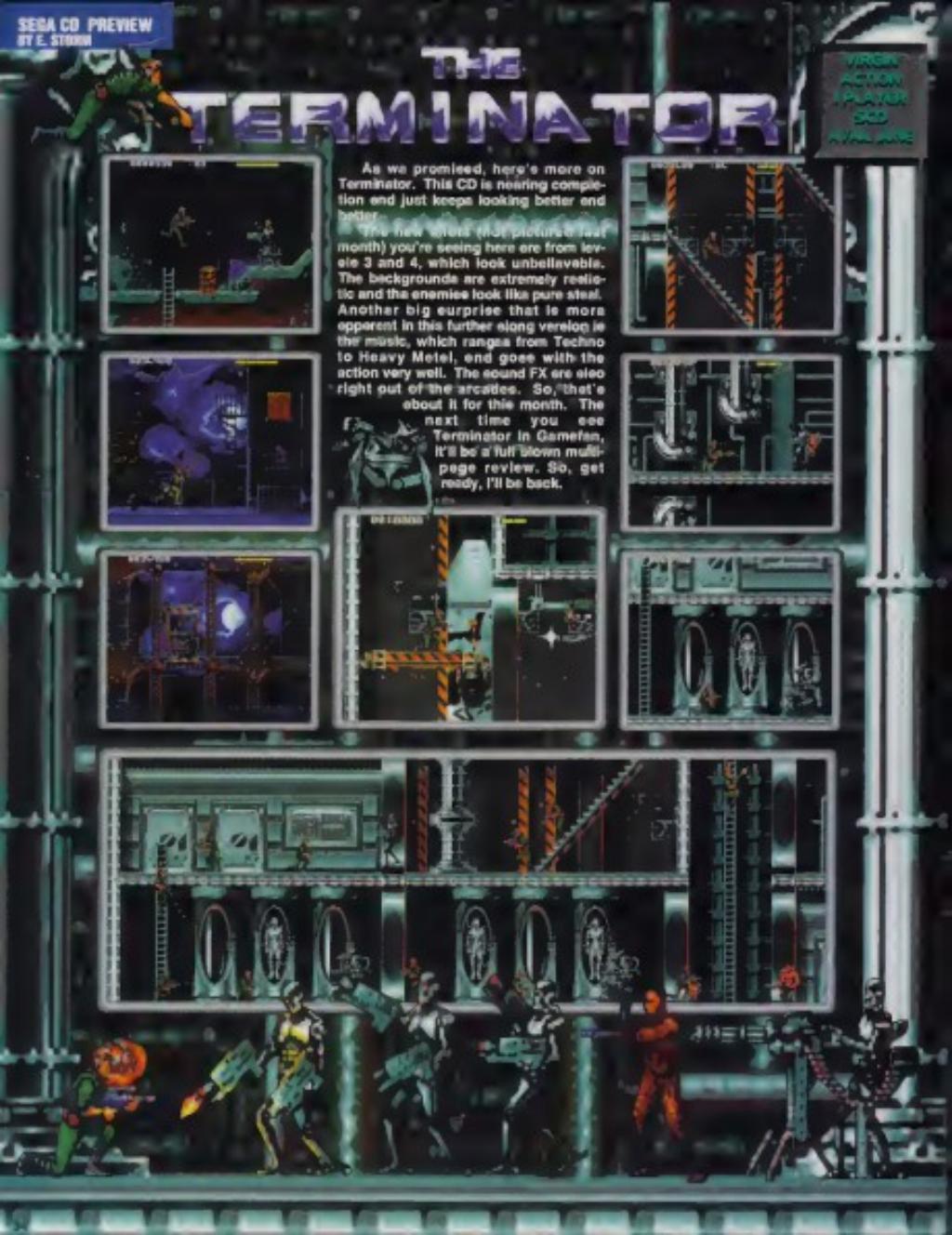
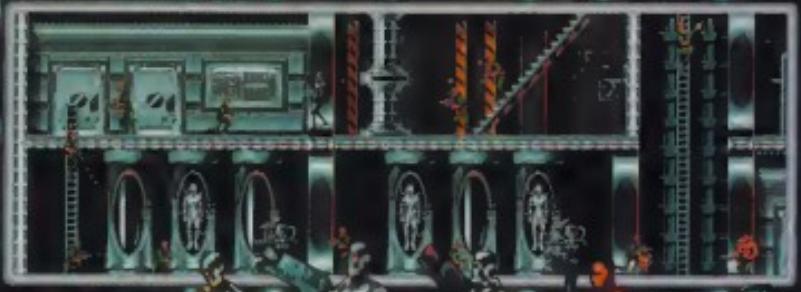
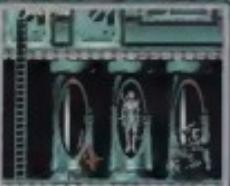
# TERMINATOR

VIRGIN  
ACTION  
PLAYER  
CD  
AVAILABLE

As we promised, here's more on Terminator. This CD is nearing completion and just keeps looking better and better.

The new shots (not pictured last month) you're seeing here are from levels 3 and 4, which look unbelievable. The backgrounds are extremely realistic and the enemies look like pure steel. Another big surprise that is more apparent in this further along version is the music, which ranges from Techno to Heavy Metal, and goes with the action very well. The sound FX are also right out of the arcades. So, that's about it for this month. The

next time you see Terminator in Gamefan, it'll be a full blown multi-page review. So, get ready, I'll be back.



SOFT  
ACTION ADV  
1 PLAYER  
SEGACD  
AVAIL JUNE

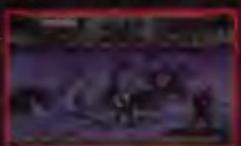
# DEAN STOKES'S *Dragon*



## NEW FIRST PERSON SEQUENCES



...and more. The new sequences are designed to give players a better feel for the game's action. "The first-person sequences are a great addition to the game," says Stokess. "They allow players to really get into the character's head and experience the game from a different perspective. It's like being there, experiencing the game firsthand. The new sequences also add to the game's overall depth and complexity, making it even more challenging and rewarding for players."



The new sequences are available in the game's main menu, allowing players to switch between them at any time. "The new sequences are a great addition to the game," says Stokess. "They allow players to really get into the character's head and experience the game from a different perspective. It's like being there, experiencing the game firsthand. The new sequences also add to the game's overall depth and complexity, making it even more challenging and rewarding for players."



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# JUNGLE STRIKE



**SEGA SHOOTER 1 PLAYER 16 MEG AVAIL JPN**

For all you Desert Strike fans, here comes a new 16 meg sequel with all new missions and vehicles at your disposal. Although still very early, we thought you would enjoy seeing how the game is coming along. I'll start with the control which is a lot smoother and easier to maneuver, and the sound effects are much clearer. While playing I found the levels to be a lot more challenging than the original, and also that you needed to take your time approaching your target similarly to the rest. The great strategy is still here. I still haven't seen an actual Jungle level... yet, but I'm sure it will be awesome. Stay tuned to Game Fan for a full review on this promising hit sequel.

# AFTER BURNER III

**SEGA SHOOTER 1 PLAYER CD AVAIL NOW JPN**

Afterburner...? Are you sure? Because this looks more like a step backwards than forwards. In part two, large objects scaled semi-smoothly, in part three, small objects scale choppy. That is when there is something on the background. You're usually flying over a flat color with some dots on it. In part two, you segue way by a huge refueling ship you meet in the sky. In part 3, you load for a second while you continue to fly. If you take away the music and the take-off sequence, you've

got a doo-doo cartridge game. There are actually only two good points here. Number one is the music, which is phenomenal, I listen to it on the freeway all the time. And number two is the dogfight sequences, G-Loc style. Other than that, it's a sad example of a Sega CD. It just goes to show how far Japan is behind the U.S. in CD development. We have Batman, they have AB3. Sorry to let you fly solo down here, it's one's good for the music only. Puff the batman, Dracula and Montana are on the way.



# KING OF THE MONSTERS

TAKARA  
FIGHTING  
2 PLAYERS  
6 MODES  
AVAIL JUNE

After playing Fatal Fury on the Genesis, I knew Takara wouldn't let me down with King of The Monsters. I knew it would be good, but not this good. I quickly grabbed my controller and slapped the start button. I immediately chose my favorite character, Astro Guy and took to the city streets. Right off, I was amazed by how much effort was put into this game. The colors and shades on the characters are excellent and the backgrounds are perfect. It's almost like they increased the resolution of the Genesis. Much is animated, from burning buildings to ocean water. So, I quickly began to pummel the computer and snatched a low-flying 747 and sent it through the friendly skies to a crash landing on his face...cool! The control is easy to master and, with the help of an ASCII, I made sure I wouldn't be pinned. You get a punch and a kick button and, if you hold down both, you can charge up a devastating blow. This game is much closer to the Neo-Geo version than the SNES title. In fact, the Genesis version has all the sampled sound effects found in the Geo version, even the soundtrack comes close to duplicating the mighty Neo-Geo. King of The Monsters, being Takara's second installment on the Genesis, makes them two for two. With more on the way, things are looking bright. I can't wait for Takara to bring us another one.

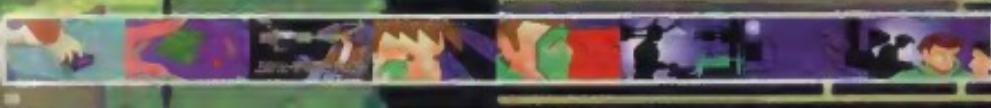




US GOLD  
ACT/ADV  
1 PLAYER  
12 MEG  
AVAIL NOW



Every so often in the world of video games a company for one reason or another decides to do something special. Why just make a game when you can leave your mark by doing something that will stay in gamers minds and conversations for years to come? Delphine's latest entry into the Sega Genesis line up is one of those games. To go into detail would take pages of text so I'll let you experience the details for yourself. For now let me just spark your interests with a basic overview.





Flash Back follows in the tradition of Out of this World only this time around it's with much more animation, color, interaction and story. In fact, the story now unfolds before your very eyes throughout the game. The game is unique and pristine, gone is the sluggish control, and once you get it down, Conrad controls with pinpoint accuracy and everything moves along at a fast action game pace. Another big surprise is the ultra smooth scaling in the story mode and the many added frames on the character. I've never seen the Genesis look better! All I can really tell you without getting technical is the bottom line. Buy this game. It will definitely provide any gamer many hours of addicting game play and stay in your collection forever. Flash Back is one of the most amazing cartridge games ever made.



GAMEFOR  
PUZZLE  
1 PLAYER  
4 MEG  
AVAIL. NOW



## INTRODUCING *the* HUMANS

You've Never Seen Anything Like This.

Look out Lemmings, here come the Humans. Humans are chunky little cavemen that must work together to save their tribe. The way I see it is that there are two ways to look at this game, in the eyes of a puzzle game player (A patient one) This game will surely top his list of must have games, as it should being that it is a specific type of game. However from the other side, this one won't have the cross over that Lemmings had. Being an easy to learn game Lemmings enjoyed a universal audience where I think Humans, because of its learning curve and slow pace will most likely appeal to hard core puzzlers only. So if that's you, here you go.



CASPER  
SPORTS  
2 PLAYER  
6 MEG  
AVAIL. NOW

## BULLS VS. BLAZERS

...And the signs on the door read; "Die hard basketball fans need only apply" ... And so it goes with EA's fourth, count 'em, 4th, basketball game for the Genesis, Bulls vs. Blazers.

O.K. guys, enough is enough! I am a die hard basketball fan. I played in high school, I played in college, I have played at least a couple of times per week for the last 20 years. I have played every video basketball game on the planet. This has to stop! There are no new graphics, no new perspectives, no season, no battery, no state. This is the same game we played 2 years ago! Granted, the original Lakers vs. Celtics was a good game, if somewhat uninteresting (was the last time you saw John Stockton do a 360 degree gorilla slam?). But, how many times does the game buying public want to spend 60 bucks on a game that offers the exact same perspective, sound, graphics, etc. as its predecessor, offering only minor " tweaking" of the game play?

Caveat Emptor(Let the Buyer Beware). Bulls vs. Blazers has gone beyond the enthusiast market. Unless you are more of a basketball fanatic than I am(or you are Tom Tolbert and, for some reason, wish you were still with Golden State), rent this game first. If you are more of a basketball freak than I am, seek professional help, quickly.



# MUTANT LEAGUE FOOTBALL



The ALL-STARS match up with us so evenly that they're about our home. Immortal, cruel, savage, and ugly as homemade soup.



You're all sloppin' like you have only one brain cell between you. Would someone坐着 on it please share it with the rest of the team?



Inside that guy's suffocating flesh, there was a skeleton like me, screaming to get out. I was only too happy to set him free.



What do you get when you cross John Madden Football with a classic '80 horror movie? The answer is spread before you in one of the most unique and fun games I have played this year, Mutant League Football.

The first thing that needs to be said about MLF is that it is not an EA Sports title, but, fear not, Mutant League Football is one of the best playing football games ever, even challenging the BOOM! man himself. As a sports title, MLF has all of the features that you have come to expect in quality sports games: 5 pages of stats with the players' names, multiple passing windows, and the ability to spin, dive and caught 'em' arm your opponent.

What sets Mutant League Football apart from the competition is an appealing mix of 6th grade gross out humor (dismemberment, decapitation, flatulent, undead beasts and other forms of sick humor particularly appealing to 12 year old males and video game magazine sports editors), and an on-going dialogue with coaches and other players that keeps you coming back to the game and adds a sense of humor that is fresh and hilarious. This is one game where you won't be hitting the 'skip' button to bypass the 'filler' screens.

Electronic Arts has broken the rules to produce a game that is unique and loaded with long term play value for both sports and action enthusiasts alike. It may have your mom or girlfriend questioning your mental stability, but, hey, that's nothing new. Ignore the women in your life and run out to get Mutant League Football, killing the ref and taking off an asteroid have never been this much fun.



Either you're gonna start executing wings or I can start executing you?



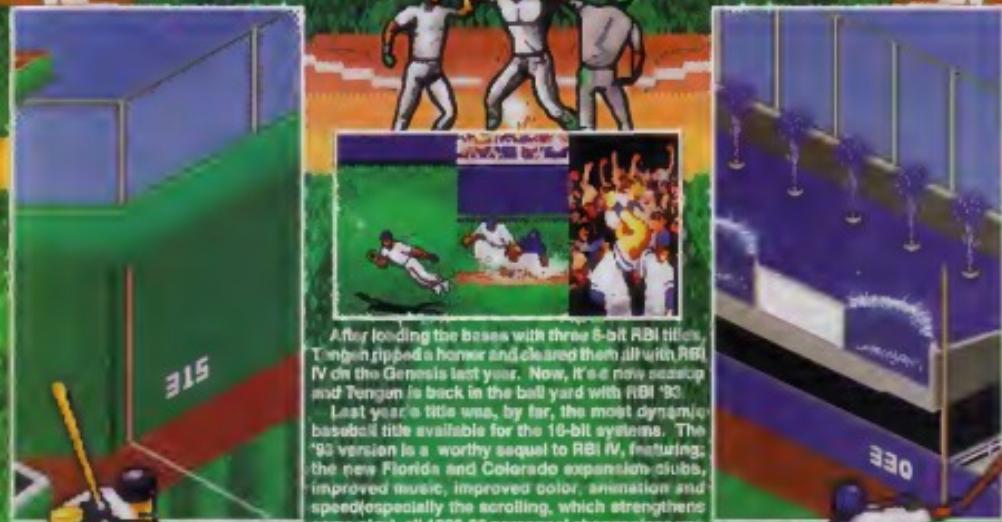
I think you're not friends. You need to give [ ] in this game. You don't give it, I'll break [ ] of the bones in your foot!



HOME TEAM  
VISITING TEAM  
PAD 1 HEIGHT  
PAD 2 HEIGHT  
GATE MODE  
END LENGTH  
FIELD  
REINFORCES  
THREE UNITS  
3-00  
MUTANT FIELD  
OFF

# RBI '93 BASEBALL

TENGEN  
SPORTS  
2 PLAYER  
CD-ROM  
AVAIL NOW



After loading the bases with three 8-bit RBI titles, Tengen ripped a homer and cleared them all with RBI IV on the Genesis last year. Now, it's a new season and Tengen is back in the ball yard with RBI '93.

Last year's title was, by far, the most dynamic baseball title available for the 16-bit systems. The '93 version is a worthy sequel to RBI IV, featuring the new Florida and Colorado expansion clubs, improved music, improved color, animation and speed (especially the scrolling, which strengthens game play), all 1992-93 personnel changes (see you

in Texas, Jose!) and an improved Home Run Derby and defensive practice drill. Couple that with well rendered professional stadiums and excellent pitching and hitting mechanics of RBI IV, and you have the premier baseball game on 16-bit.

RBI '93 does not blow the lid off of the can, but it does give owners of the previous title more than enough reasons to upgrade to the new version, and now Genesis owners a clear choice when purchasing that first baseball game. With all of the features that were great in RBI IV and the new goodies found in '93, Tengen has delivered another Ryan express fast ball that rips through the competition. Get yourself a copy of RBI '93 and call me when you score more than 14 on the defense drill.



Tony La Russa Baseball bills itself as the thinking Genesis man's baseball game. At first glance, it would seem to live up to that billing; it is definitely not an arcade game, as you have very little control over the hitting or pitching. It offers comprehensive statistics, major league players and a full season saved to battery backed-up RAM. The graphics are decent, but nothing to get all sloppy about. The sound is o.k., but the voice samples won't fool your dog, and the game play is quick and responsive, but somewhat unfulfilling.

Up to this point, we seem to be describing a typical PC baseball simulation (which La Russa originally was, from SSI), but EA committed a cardinal sin, one that is indistinguishable from a simulation and

stats freak standpoint...

The game does not save stats.

It is beyond my comprehension how any one could play through a 162 game major league baseball season, with all of the players names and abilities, without saving statistics.

I guess I could begin to understand it if the game offered better arcade quality graphics and more arcade-like player control, but these qualities are not present in La Russa Baseball.

As with Bulls vs. Blazers, EA has gone beyond the enthusiast to the die hard, "gotta have every baseball game" kind of crowd. If you gotta have it, get it. As for me, I think I'll start my spring training when Sega CD touts a new baseball game out to the mound.

**EA SPORTS  
2-PLAYER  
3-MOD  
AVAILABLE**

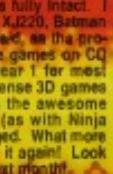
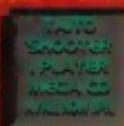
Ya know, I really wanted to like this game. Having been a Hardball fan since I bought a copy for my Commodore 64 computer some eight years ago, I anxiously looked forward to Accolade's latest version. With Al Michaels doing the play-by-play (in Sportstalk Baseball), I was psyched and ready to play! Unfortunately, the game was all talk. You can talk the game, but can you play the game?

"Welcome to Hardball III, I'm Al Michaels". These are the words that start you on your chase for the pennant, and the commentary never stops. Accolade is to be commended for the job they did with the digitized samples used for the play-by-play. The vocabulary is extensive, Al's voice has changing intonation ("At bat, number thirty-five"), and, unlike Sportstalk, Al is able to keep up with the action.

Yo, pass the binoculars!

Where is everybody? The players are sooo small, I got terminal red eye after two games! The game does, however make use of a battery, stats, a character generator, different stadiums, etc. and is put together well, but it needs some zip. Accolade, you have the beginning of a strong series, keep Al Michaels and the pitching format (my favorite), but put some life and size into Hardball IV.

**GENESIS REVIEW  
BY TALKER**



Thanks again to the wonderful people at Taito of Japan. Here's another much appreciated exclusive. When we saw the 1st screen shots of *Night Striker* In *Dengeki* Mega Drive we had to get our thumbs on it so we could show you what you hopefully will be playing soon. If you're not familiar with this popular Taito coin-op game scan the arcades and find one. It's pure adrenaline! We like it so much, we got the coin-op in our office. This is 3D shooting at its best and it loses little in the translation to the MCD. Our early ROM is still a little pixelly but the awesome speed and playability remains fully intact. I can't tell you how good it feels to play games like *Jaguar XJ220*, *Batman* and *Night Striker* on a home system. As just like we've said, as the programmers get more accustomed to the new hardware the games on CD will get better and better. This is only year 1 for most developers and we're already seeing intense 3D games and with Taito (of course) comes the awesome music of *Zuntata*, once again (as with *Ninja Warriors*) both arcade and arranged. What more could you ask for? Taito's done it again! Look for even more on *Night Striker* next month!





ALIEN

# DEFASTRATOR



WOLFTeam  
SHOOTER  
1-PLAYER  
MEGA CD  
\$49.99 U.S.A.  
\$69.99 CANADA



Last month, we took a brief look at this new action robot game by Wolfteam and we were impressed with the quality of the cartoon sequences. Well, you should see it now. At least one half of this CD is an actual running cartoon and, besides the resolution, it's identical to watching television.

So, o.k., we've got a great Japanese cartoon, so, how's the game? Well, this is an above average game...for cartridge. The only thing here that says CD is the soundtrack, and the second boss which scales nicely, but is little more than a big, gooey,



cookie-like thing.

So, is Devastator worth a look? I'd have to say yes. The action is well mixed with flying and platform stages. The tunes are great and the cartoon's a knockout. Still, after you see Batman CD, Jaguar XJ220 and Slipheed, you wonder why more is not being done with the CD hardware. Wolfteam's next game is Arcus 1,2,3, we'll bring you that one next month. So, until then, go hunt for Batman.



ORIGINAL - TAKARA 1992, TELENET JAPAN/WOLFTEAM 1993

# WAYNIE SAGA





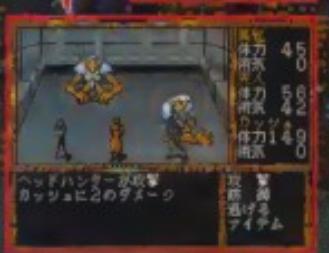
All that totally pales in comparison to the one-on-one, where two huge beasts with over 30 frames of animation go head to head in a fight to the death. And scroll, you want scrolls? The foreground is moving left, the floor is line scrolling and the background has three levels moving right! This effect, coupled with the amazing character animation, make for some of the best fighting ever seen. But, to my dismay (and yours too), I am sure there's no one-on-one, ver. 2

THE JOURNAL OF CLIMATE

卷之三

# ILLUSION CITY

幻影都市



After Kei hung up the phone on that wet winter night and turned to me and said "O.K., we've got it" it seemed like forever until it arrived. Microcabin has been kind enough to bestow on us the opportunity to introduce they're new Mega CD RPG to the states.

Welcome to Illusion City, Neo Hong Kong in the year 2019! As everyone knows by now, I thrive on graphic Japanese RPG's, not only because of the challenge of conquering a game in a foreign language, but for the opportunity to use my imagination, almost creating my own story as I go along. But, Illusion City offers something that no other has to do, that's a serious adult story reminiscent of Blade Runner. The play mechanics mimick Phantasy Star 2. The difference here is that the enemies animate with multiple attacks, and, later in the game (see part two next month), they get downright huge and actually lunge toward you, highly detailed and fully animated.

Next month I'll go into more detail and show you the rest of the game. Illusion City will be available in Japan this May for the Mega CD...U.S. version? If some one's got the guts, Microcabin's got the game.





# PREVIEWS



Sega arcade game, *Space Harrier*, Edition, 3D Mega Drive released in June. Even though it's an S-Harrier port, the redraw scaling is said to be ultra-smooth. Looks good to me!



Holy Father,  
Does this look



→ Bubby on Genetics,  
it or what? More soon.



See that tunnel? It's a  
line scroll! And it  
recess? It scrolls in and  
out perfectly. Gau's Ex-Imz  
will definitely be a  
candidate for game of the year.

Here you are! You've been looking for you since January. Finally, the Super 4 player version of it hits the Mega April Round up and this one



Finally! Even though the import's been delayed, we'll be bringing you our Final Fight coverage next month for the Sega CD. I can't wait to see the new levels!



A screenshot from Super Mario Bros. showing a path through a lush green landscape with palm trees and a small building.



**Ever since Phantasy Star II** ever created on appointment of PS II would have the man has granted my own Meg version features part II, but it also misses. If you played the incredible this game



Contrary to what you may have heard, we still have a slot for the new GameArts. Most likely SOA will be picking it up once the deal has been signed. At GameArts asked us to clear the air on this, so here's what has been granted on the XBLA. This incredible MOD title, as well as the recently released "The Return" (featuring a brand new track), will be available on the XBLA.



This game looks awesome! More fun for the MD. It's "Time Dominator", by Vico Takai. This new character is electric... You'll see what I mean next month.

# They Just Wanna Have Fun

ALSO  
AVAILABLE  
ON MS-DOS  
AND  
AMIGA

ONE  
OR TWO  
PLAYER ACTION!

# THE LOST VIKINGS It To Go Home!

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# PLANET SNES



Super NES REVIEW  
BY E. STORM

2:28

2 SEC. 100

2:13

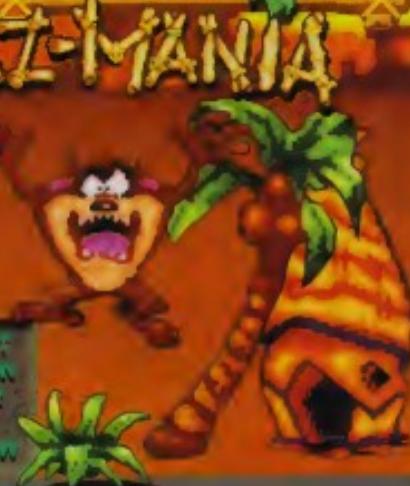
10 SEC. 100

3:09

3 SEC. 100

## TAC-MANIA

SUNSOFT  
3D ACTION  
1 PLAYER  
3 MEG  
AVAIL NOW





2:30 PG, 380

4:23 X12

~x9

Sunsoft has boldly gone where few companies have gone before; they've actually made an original game! Do not hesitate to zip right out and pluck down the dough on this one as it will definitely hold your interest for as long as you owe your SNES. No side scroll here ... This time Taz goes ballistic, dead ahead, and he's hungry! Your job is to snatch up hyper little Kiwi's. Eat enough and it's on to the next level. Sound simple? .. No way! You see — Kiwi's are not dumb birds. Some move fast, some move slow, and some will

3:14 400

~x10

"TAZ BAD TO THE BONE!"

1:02

~x2

102, 1000





wait 'till you get right up on them then hit the brakes. They also like to bounce around ... a lot. Your timing must be perfect, and that's just the beginning. While you're trying to eat, turning corners and traversing countless hills, cars are coming both ways ... and buses, and every once in a while a pterodactyl will swoop upon you hoping to carry you way back. So when you see him, don't jump, spin, but be careful, there are plenty of trees and power poles to hit and water to sink in and if you really screw up, say hello to the She-Devil. Oh ya, this is a game. It requires skill and play time to master and that's what I like about it so much. It's not a walk through. This one is gonna last you a good long time, but that's o.k., the graphics are excellent. In fact, I think it's the best ever in a first person game and thankfully it's not flat Mode 7. These programmers have painstakingly redrawn the graphics close to the point of hardware scaling. It's really smooth, and as for fun, well I played a straight six hours prior to writing this review and no matter how many games over I saw, I kept coming back for more. Sunsoft as of late has definitely been on a roll and there's a lot more coming. It's nice to see companies this dedicated to producing quality software. We here at GF anxiously await their next offering ... a certain Acrobat would be nice.



**RENOVATION**  
**ACTION**  
**1-PLAYER**  
**8 MAC**  
**AVAIL NOW**

# Dream Probe

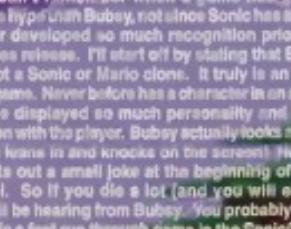


Telenet's most recent attempt at a good side scroll action (which is definitely their best yet). Dream Probe brings a surrealistic approach to a tried and true format, mixing mesmerizing music with wavy clouded backgrounds, special effects, and one-miles right out of your worst nightmare. Dream Probe's strong points are its split drawn lead characters who change form, great use of color, mosaic bosses, and diversity, as the levels scroll both horizontally and vertically. And, most of the time the exits are hidden so you have to think a little. The music is also excellent. My only complaint is the slow down, but if you play a lot of SNES games, you're probably used to this by now. You can choose between two characters: one male, Ron, and one female, Marie. Ron is drawn better, but the game is easier to finish with Marie. Overall, Dream Probe is one of the better action games in its class, and because of its unique presentation and special effects, one that is well worth your time.

ACCOLADE  
1 PLAYER  
ACTION  
8 MEG  
AVAIL. NOW

# BUBSY

IN  
CLAWS ENCOUNTERS  
OF THE FURRED KIND



I can't remember when a game has gotten more hyped than Bubsy, not since Sonic has a character developed so much recognition prior to a game's release. I'll start off by stating that Bubsy is not a Sonic or Mario clone. It truly is an original game. Never before has a character in an action game displayed so much personality and interaction with the player. Bubsy actually looks at you, then runs in and knocks on the screen! He also blurts out a small joke at the beginning of each level. So if you die a lot (and you will at 1st) you'll be hearing from Bubsy. You probably think this is a fast run through game in the Sonic/Mario tradition. Well, that doesn't work, you must move along very cautiously always checking above, below and in front of yourself. A lot of woolies will be throwing stuff or there may also be water holes in your path and Bubsy hates water. Remember, one hit and you're toast. You must take your time in Bubsy. The programmers have given you so much to explore, from warps and elevators to underground streams. Each level is actually a huge area waiting to be explored. No matter how



17920



18011



18022



18033



18044



Many times you play,  
you'll always find a new  
route to reach your goal.  
Don't expect to just pick  
this one up and instantly  
wire it. The Bubsy  
kind of has a mind of  
his own. If he's pointing  
down hill he's  
gonna walk and you  
gotta stop him. He  
also picks up  
speed, tiles and  
jumps in a man-

behalf of his own, so you  
must adjust to him, so  
because he's not gonna  
adjust to you. Acclaim  
done a good thing here.  
Hopefully more games  
of this quality will follow.  
But for now, I'm waiting  
for the Sega version  
which is just  
around the corner.  
So I'll see you  
then. Chuck  
Chuck Chuck.



## EXPLORE THE WORLD OF BUBSY

AKOZIA



454172



# STARFOX



MATTELDO  
SHOOTER  
UPPLIER  
B MAC SFX  
AVAIL NOW



**GNARLY SCALING!**

**SHOOT THE BODY.**



**FORTUNA'S KILLER PLANT LIFE.**

FOX



FALCO



SLIPPY



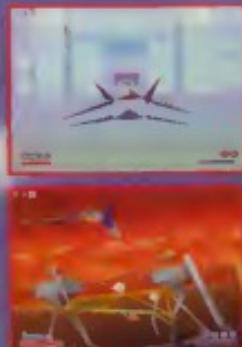
PEPPY



It's hard to explain the feeling you get the first time you play Starfox. The only thing I can compare it to would be F-Zero, and I didn't put that down for weeks. From the moment we saw Starfox at the CES, I knew I had to have it and that SFX chip was for real. Concept for Starfox actually comes from an Amiga shooter called Star Glider 2 from Argonaut Software (who also made Starfox). How they got the job of programmers for the first SFX game is beyond me. Such honors are usually reserved for Capcom or Konami. I guess when the suits at Nintendo saw Starfox they knew it would be the ultimate and fastest choice for their first game. Even though Starfox does not use the full capabilities of this chip, it is truly an amazing breakthrough.



**SHOOT THIS DRAGON IN THE HEAD.**



**FAST REFLXES ARE REQUIRED HERE.**

In 3D polygons shooters for home systems, Starfox is one of those games you can not judge by screen shots. (Even though they look incredible). To truly experience this game you must not only play it but master it. Never before have you been able to scale through 3D polygon landscapes, darting in and out of buildings while avoiding fire from countless humongous enemies. Most gamers will get so into the game that they'll find themselves swerving and ducking at times. As the first game using Nintendo's SFX chip, Starfox represents another technological achievement for Nintendo.



**TUFF, ISN'T HE?**





# TAKE ON THE EVIL EMPEROR ANDROSS





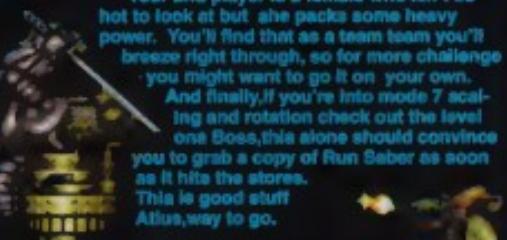
Are you feeling a little blue because Strider never came out for the SNES? Well, be happy my friend, Run Saber is here and it plays almost exactly the same, and its even two player simultaneous! What Luck! So how is it you ask?

The first thing you'll notice is that the lead character in Run Saber looks, jumps, runs and climbs exactly like Strider, however the game itself, as far as layout goes is not a Strider clone. Run Saber is a well layed out excellent controlling action game all its own.

Graphically Run Saber is excellent in both the characters and the backgrounds, the levels are huge and feature both horizontal and vertical gameplay and when you play two player mode there is no slow down or flicker and the game remains very fun.

Your 2nd player is a female who isn't so hot to look at but she packs some heavy power. You'll find that as a team team you'll breeze right through, so for more challenge you might want to go it on your own.

And finally, if you're into mode 7 scaling and rotation check out the level one Boss, this alone should convince you to grab a copy of Run Saber as soon as it hits the stores. This is good stuff Atus, way to go.



ATLUS  
ACTION  
2 PLAYER  
3 MEG  
AVAIL. JUNE

# RUN SABER



富

富





# the Addams Family

PURPLE EYES GHOULINGER HUNT

OCEAN  
ACTION  
1-PLAYER  
8 MINS  
AVAIL NOW



For those of you who have fond memories of that surprise hit, *The Addams Family*, here's your shot at that same spooky feeling. Except, this time it's not Gomez looking around the chambers, this shot isn't Gomez, this boy, Pugsley.

*Pugsley's Purple Eyes* is a good thing, the team at Ocean has taken the original flavor and...

This new addition to the Addams Family series is a fast-paced, action packed game that will keep you entertained for hours.





Which leaves one last option: use the piranha plant to distract your enemies. When you do this, make sure to move away and attack a nearby enemy, and he'll chase after you if he can.

The nice thing about getting your enemies to do your tasks, you have a choice of what to do with them. Sharp, clear attacks will cause them to drop eggs. One especially good attack is the Super Jump-Meter attack, which will knock them off balance and leave them lying out too long to attack again. Sharp, or soft escape through the floor, or even sharp, or soft jump over them. Just remember not to forget to put the piranha plant in the castle. There's a drawback if it's the soft variety, though: it will immediately kill you if you die while you're holding it. If you face the Address Party, you can't use the piranha plant because it causes them to flee.





*What ya doin' after the game?*



Folks, if you've been coming away with Super 2000 to go 18-bit, you are not going to be disappointed. Just look at these pictures! If a picture is indeed worth a thousand words (if you read those other magazines), then these add up to War and Peace. What graphics? What game play? Very little has been lost in the translation. You can find it somewhere between the slower frames of character animation and the stagnant couch dummies under



*Now You're Dead!*



*Saaawing batta.*



*Go ahead and...*



*Oh ya, I'm gone!*

## SuperBaseball 2000

TRADEWIND  
SPORTS  
2-PLAYER  
\$39.95  
AVAIL JUNE



the outfield glass. Super Baseball 2000 is clearly the most entertaining baseball game to be released for the SNES to date, which is quite an accomplishment considering that there are now 8 SNES baseball games(sheesh, the boys of summer are expanding into fall, winter and spring) available for the system.

Both kids and action game fans alike will want to keep an eye out for this one. So, sit back, relax and enjoy the nuttiness possible within the friendly confines of Cyber-Egg Stadium.



*Knock-a-knot!*



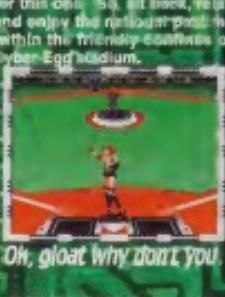
*Ramming speed!*



*Swing R2! Use the force!*



*Too close to call!*



*Oh, gloat! Why don't you?*



*This is gonna hurt!*

# Freakin' Awesome



"Super Turrican will give you the worst beating of your video game life!"  
GAMEPRO Magazine

"One of the best"  
Electronic Gaming Monthly

"Blazing graphics, Dolby Surround and smooth action make this the best Turrican game players  
Game Players"

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**SEIKA**  
*Freakin' All The Rules™*



# SUPER TURRICAN

I'm sure a lot of you are wondering why another version of Turrican is being released. Well, be thankful because Selka has really made Turrican a fun game, in fact, one of the best for the SNES.

The first level prepares you for future levels with familiar platforms and power ups, even secret paths to find the exit.



As you play through the long levels you notice the detail put into the backgrounds is incredible with tons of bright colors and lots of scrolls, and as you progress, the levels get more complex and challenging. There's one level where you need to jump back and forth between platforms which are too far apart, so you must time





your jumper with a gust of wind to give you enough momentum to make it across. It's elements in the game like this that make Super Tengen fun.

The weapons you have to choose from work well and the hidden power ups pop out everywhere. The sword gun almost always works the best to help out flying or jumping enemies.

One of the best features in the game is its Dolby surround sound that complements everything with awesome soundtracks and thunderous sound effects.

So for all of you that wished Tengen would somehow be done justice, look no further. Everything that you ever wanted is right here.





# TUFF E NUFF

JALECO  
FIGHTING  
2 PLAYER  
16 MGS  
AVAIL 3/30



This game is hot! It's just a preview this month (so we won't show you everything), but take a look at some of the awesome moves and way cool characters. You can choose from 4 fighters, two similar to Ryu & Ken, a girl and a wrestler and each of them are armed with jaw-breaking techniques. Kotono, the girl, I especially liked because of her deadly special attacks and powerful slashing moves. And after playing a few rounds I found that you could perform some pretty cool combos. The best part is in the final round of each match where they give you an instant replay on the final hit of the game. So, if you win, you can play it back in slow motion and rub the other guys face in the dirt!

Tooh cool. With Brawl Brothers and now Tuff E



Nuff, Jaleco is showing a big improvement over earlier released games. Check back next month when Gama Fan takes Tuff E Nuff through basic training and finds out how Tuff it is.



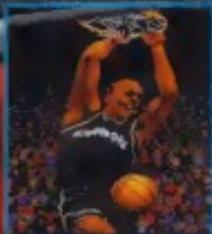
TECMO  
SPORTS  
2 PLAYER  
8 MEG  
AVAIL NOW

# SUPER NBA BASKETBALL

HOME



FOULS 00



Recently, one of our competitors reviewed Tecmo Super NBA Basketball and gave it less than stellar marks (you know, the semi-happy faces). Wrong.

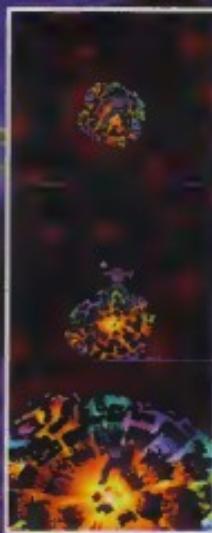
I don't know who writes their sports reviews, but I can assure you that the spineless, amobee-like goof has never laced up the cones and mixed it up on the hard court.

Tecmo B-ball is simply put the best basketball game I have ever played. The game play and technique are flawless and the game includes: Instant Replay, NBA teams and players, a full season and playoffs with statistics (saved to battery), close-ups on dunks, blocked shots and 3-pointers, adjustable game times and speeds, and a league leaders stats board that tracks the best of the best.

No matter how you analyze the game, whether it be graphics, sound, game play or statistical accuracy, Tecmo B-ball has no peers. From the animation of the players as they poke away the ball and go after the steal, to the two-handed, rim-bending jams, Super NBA redefines every standard in sports video gaming. Stringing playability and player enjoyment in a genre of games that is often times lacking in both.

Tecmo is to be commended for bringing the intensity and playability of professional basketball home to your video screen. 250 words are not enough to describe the quality programming and design talent that Tecmo Super NBA Basketball brings to the parquet floor, so, judge for yourself, go to your retailer and take home the ultimate in 16-bit sports gaming.





# COOL WORLD

After viewing this fine theatrical release a few months ago and not being that impressed(except for a chance to glare at my x-girlfriend Kim)...ya, that's it, me and Kim, we uh..met on a cruise. Ya, she couldn't stay away from me, that's it...ya. I wondered how Ocean would make it into a game.

A promotional image for the game Cool World. It features the main character, a blonde woman in a white bikini, standing in front of a group of cartoonish, multi-eyed enemies. The background is dark and stylized.



What they've done here is create a loose kind of "hang around in a level" type of game. I mean, there are enemies to avoid and attack, but at certain times, due to the lack of detailed instructions, I found myself wandering, and sometimes just standing around waiting for a warp to Vegas. Then, after sucking up countless dookies, waiting for the Doc to wise me up and help me out. Don't get me wrong, I really like this game. It has excellent graphics, killer music, and once you get used to it, the control isn't bad either. My only problem is the lack of a well defined and laid-out goal in the instruction manual. Once I played long enough to figure out the mechanics, I zipped through it and found it to be a pretty cool game. Especially nice is the lead character in the game who looks incredibly life-like. I also like the mechanics, such as the club scene where you must throw the switchies, buy (and catch) a drink, then maneuver your way, via a moving light, to where Holly is on stage. These small games within the game helped hold my interest, but, again, it's all learn by doing. Cool World also has some of the best music I've heard on the SNES.

To briefly summarize, I would (and will) say that, if you're looking for something a little different, and a bit riddling as well, it's well worth your time to make the trip to Cool World.



**ONE-PLAYER  
RPG  
16 MEG  
REAL-TIME 3D**

# ELNARD



This is a review  
of several recent  
adventures from various  
publishers, and although this  
column could discuss other media,  
such as novels, comic books, and  
CD-ROMs, I will focus on RPGs.  
Since there are several new releases  
out now, I add to it a discussion of the  
other resources. Introduction: Phase 2 is  
now available at many RPG stores. If you're not  
familiar with it, you can purchase it at RPG  
One or the game's website. In the sec-  
ondary section there were posts prior to  
and during the right season. This is  
public permission to give you a quick  
look. We'll give you a full review  
of the new RPG material  
next month.



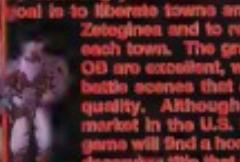


# Ogre Battle

おもしろい。オグバトルは  
リーダーをもつキャラクターを  
操作する戦略ゲームだ。



Even if you are not into strategy games like Military Madness, Ogre Battle offers action gamers a painless way to get involved in a strategy game through its great animation, ease of play and magical effects. You begin by selecting your General by using Tarot cards. Your goal is to liberate towns and churches from the Empire Zeteginea and to reach the bosses at the end of each town. The graphics and music in OB are excellent, with animation in the battle scenes that approaches cartoon quality. Although the strategy game market in the U.S. is small, I hope this game will find a home in America. It is a deserving title that is well-crafted.





WOLFTeam  
ACTION ADV.  
1-PLAYER  
3-MEG  
AVAILABLE JAP

## NEUGIER



Last month, we gave you a preview of Wolfteam's Neugier, it's only fitting that we follow with a review. So, let me see... if you take a little Zelda, add a pinch of Y's then throw in just a dash of Bionic Commando and Lagoon, you've got Neugier. As I said before, this is an excellent title, however, after beating it, I will revise my opinion just a bit.

Viewed as an action title, it is excellent. As an RPG, it falls short in the length department. When I got the final version, I beat it in just over 3 hours, which is way too short to be considered role playing. So, I'm going to rete Neugier as a very long overhead action/platform title and recommend it, not for RPG players, but for action gamers.

Undoubtedly, one of the strongest selling points of this game has to be the music. It is unlike any I have heard to date on the Super Famicom. You

should also really appreciate the play mechanics, like jumping on floating platforms, along with the use of the grappling hook. Both are done extremely well, and it's not just mindless. In certain areas, proper alignment of the stones, by using the hook, is the only way of escape, while dragons are flying overhead. These are the things that make Neugier an excellent action title, and what RPG elements are thrown in just enhance it that much more.

So, if you're searching for a new week long RPG, wait for Legend of Heroes. But, if you're ready for a quality and lengthy action game, Wolfteam's got your number.





# DRAGON BALL Z

**SHOOTING BATTLE**

Oh goody, another fighting game! Now I can bruise my thumbs some more, doing half-circles on hard plastic. As you can tell, I'm not all that into fighting games; which is exactly why I'm reviewing this one.

What's great about this is not only that it's a good fighter with easily executed moves, but that it's Dragon Ball Z characters. Which means; 1) it most likely will never come out over here and, 2) it ties in with probably the best cartoon series of all time (in the game the voices are done by the actual actors). Therefore, this game is a hot commodity. It will, undoubtedly, sell-out fast in Japan and quickly become a collector's item.

What sets it apart from other fighting games is the ability to move extremely far from your opponent (dividing line is displayed). For example, you can throw a fireball from 20 yards, taking up to 5 seconds to hit your opponent. You can also levitate at any time and fight in the sky, while your opponent is still on the ground. It's Dragon Ball Z all the way.

The graphics are excellent, but don't pack the punch of Street Fighter, and some of the backgrounds are just o.k.. But fun, originality and good control more than make up for these minor flaws. So, whether you're in to fighting games or not, if you can get your hands on one, definitely don't hesitate, it's more than worth the investment.





BANPRESTO  
ACTION  
2-PLAYER  
10 MAME  
MAGAZINE SPA

Attention all Gundam fans! The ultimate 60 game has arrived. If you thought *Last Fighter Ten* was good, you won't believe what Banpresto's got in store for you this time. This new 10M sequel ("Great Battle Three") looks more like a Capcom or Konami game this time around, with incredible attention to detail, great special FX, loads of bright colors and great music. Banpresto has beefed up the Gundams big time. They almost look like different characters now. They are more animated, have new special attacks, move faster and control better. RX Gundam even has surfing magic this time out.

It's unreal how much diversity and creativity has been packed in to this cartridge. Every level is new





and different and things like river setting (Similar to *Ghouls and Ghoulies*) and mining carts keep the game interesting and make it very challenging. At one time U.S. gamers used to stay away from these little Japanese robots, but there's no reason for that now; these new Gundams remind me more of our *Turtles* or *Toads* than anything else. If you've never bought an import or *Gundam* game, now would be a great time to start. This is one game that will hold its value for many, many months.



# Pop'n Twin Bee

KONAMI  
SHOOTER  
2-PLAYER  
MAG  
MAG

O.K., it's another great Konami classic from Japan, and this is the one I've been waiting for, *the Twin Bee!*

It's time to experience

six two coolest little characters to ever grace a shooter. These guys have got some moves; they can work together for a twin attack, blow-up and explode or go in close range and punch the enemies.

Of course, all of this is animated and drawn extremely well by the excellent programmers at Konami. Play with, *Twin Bee* is

an overhead, multi-scrolling shooter with diverse and freaky characters, bugs and meanders and phemon Gradus/Paredus toads. The theme, however, leans more toward the comical Paredus than the serious Gradus. So, now we've got Gradus, Paredus, Axalay and Twin Bee all out on the Super Famicom. The way is clear for

another Castlevania

boys, bring it on!

By the way, thanks for this one, it's great.





# PREVIEW



Look! It's *Wooly Baden!* Here's Irem's chance to make up for *Gut Force*. This little rodent flies around by using his mohawk... No kidding! We got a chance to play this one at the CES and it's got major potential. Check out our review next month.



Irem's new shooter *R-Type 3* is an original effort and is exclusive to the Super Famicom. No Coin-op on this one. Look for more on *R-Type 3* in our up coming shooter special.



Here it is, *Art of Fighting* for your Super Famicom! This is an actual screen shot. Look good? But does it scale?... Oh yeah!



Namco's *Battle Cars* has rendered backgrounds, incredibly fast mode 7, and is said to be as fun as *F-Zero*. Sounds good doesn't it? Find out next month.



The long awaited sequel to one of the best RPG's of all time, *Yu Yu Hakusho*, is finally headed after the original. But, will Yuzu do the music? If so, this could be the RPG we've all been waiting for.

A *Mega CD* version is also in the works. I can't wait to compare.



Acclaim's sequel to *Wrestlemania*, *Wrestlemania 2* is 16 meg and now has the added feature of "The Royal Rumble". Just think, big action and you don't have to pay for pay per view.



Capcom's sequel to the one that saved it all, *Final Fight 2*, has been beefed up to 10 meg, and guess where you'll see it next month?

*Sega's Cotton* has been getting a lot of attention lately, as it should. This is a great shooter that the Super Famicom will make even better. Look for a review very soon.



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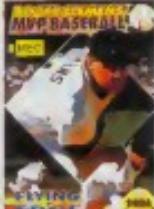
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# TURBO TOONS



Its been so long since those great Turbo days of Y's and Dungeon Explorer. At that time, I became totally addicted to both of those games. But, after two years of SNES, Genesis and Neo-Geo, I didn't know if this long awaited sequel, would have that same effect on me, even though I really liked part one.

## Dungeon Explorer II



ACTION RPG  
1-3 PLAYER  
SCD  
AVAIL. TBA

**UP TO 5 PLAYER SIMULTANEOUS!**



But, after sitting through an excellent demo sequence and then hearing that great soundtrack, now completely arranged, that old feeling came back. I played on for 12 hours before taking my first break.

Dungeon Explorer 2 is, as it should be, more of part one, with higher res, more and better drawn enemies, a much longer quest, intermissions, and of course, a killer soundtrack.

Oh, ya, did I mention it's up to 5 players simultaneous? It may



**FACE ENEMY CHARACTERS**



get a little chaotic, but you can all play at once with little to no flicker or slow down. Of course, you'll most likely want to go it on your own. So, use the fighter, he's a well rounded character and seems to have a much better chance of survival in the later levels.

If you're not familiar with Dungeon Explorer 2, here's a basic overview. DE2 consists





mainly of 3 parts, town, overworld and dungeon. Talk and listen in town for hints and direction. Then fight through the overworld to the many dungeons and journey through huge underground caverns, warping, fighting and exploring to reach the guardian, defeat him and collect the jew-



**REMEMBER ME...?**





els, similar to, but not exactly like *Zelda*. *DE2*, while not as puzzling as other RPG's, is heavier on action, which is just fine, since that is what this game does the best. I guess what really draws me to it in the end is the closed in feeling I get after a few hours. *DE 2* has a way of dialing you in that's hard to find in many of today's games.

For me, this final journey marks the end of an era. I now await the dawn of NEC's 32-bit machine, only then will I explore these dungeons again.





# BONK 3

ACTION  
2-PLAYER  
6 MEG  
AVAIL MAY

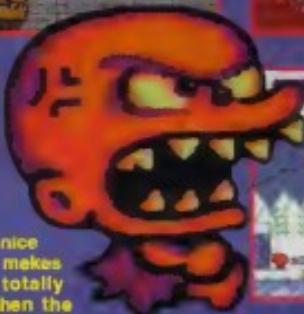
Ooba-Dooobs, that head buttin', rock bitin', butt burnin' cavemen is back in action! Except, now, there are two of 'em.

Are you ready for another Bonk? I know you are.

So, let's talk about Bonk 3. First thing, I've gotta get something off my chest...where's the scroll?!! Here it is, TTI's biggest title on card and there's no scroll. I need layers of scrolls to just begin to like a game these days, so do most gamers, most likely. So, next time, make sure you don't forget for the fourth time! O.K., on with the review.

Let's give a Big Bonk Dabba Dooba for making it two player, that alone makes it worthwhile. But, the other nice addition is cool too. Now, you can shrink down to an itty-bitty micro-Bonk, or grow to an enormous, big, burly Bonk, BA BA BA BOOM!! How they get those two big Bonks on screen with no flicky or slow down is beyond me.





But, it's a nice effect and makes the game totally different than the others. Try getting one Bonk big end the other micro...head ride! As far as play mechanics and the basic layout, all else remains the same. However, Bonk 3 does offer Bonk fans enough new stuff to make it worth the dough. Now, give us one on CD! Or, better yet, 32-bit, only then will I Bonk again.



# Fiend Hunter



RPG STORY  
ACTION  
1-PLAYER  
SCD  
AVAIL NOW



If you've been waiting for another game like Prince of Persia, your wait is now over. *Fiend Hunter* kind of mixes Ernest Evans and the old prince in a much more involved and boss filled quest. You get all the usual CD stuff here, nice animation sequences an arranged soundtrack and a long game.

The control in *Fiend Hunter* is good but takes quite a while to master, and your timing must be perfect. What sets this title apart from P.O.P is the use of many power ups and special items and the many bosses found in each stage, other than that it's almost identical. So if *Prince of Persia* left you wanting more than here it is. Otherwise you might want to pass. This one takes some getting used to.





Here we go again, yes, it's another game of Double Dragon. How in the heck does this basic kick fighting game warrant so many sequels?...It's old! And, it's not that much fun anymore. I've done it on NES, SNES, Master, Mega Drive, Genesis and Game Gear...STOP!

Let the movie come out, go quickly to video then rest in peace. O.K., here's the review: This DD is the same as all of the other DD's, except for some o.k. CD tunes and the usual CD intermissions, which, as usual, lack any excitement value at all.

There's no scroll, no new moves and, of course, the two worn out bros. still look extremely 8-bit. So, hey, now's your chance to save some money for Dungeon Explorer. Pass on this one all the way, and pray they don't bring it out ever here. By, by Billy...



# FATAL FURY 2



SNK  
FIGHTING  
2 PLAYER  
100 MEG  
AVAIL NOW

Being a fan of the original I was ecstatic to see how much SNK improved part 2. They finally realized the importance of being able to perform combos. Boy, can you do combos. My two favorite charac-



B  
I  
G  
B  
E  
A  
R



JOE HIGASHI



$\leftarrow \uparrow \downarrow \rightarrow + A + C$

$\leftarrow \uparrow \downarrow \rightarrow + B \text{ or } D$

A or C rapidly

$\uparrow \downarrow \leftarrow \rightarrow + B \text{ and } D$

$\leftarrow \uparrow \downarrow \rightarrow + B + C$



KIM KAP HWAN



$\uparrow \downarrow + B \text{ or } D$

Jump  $\uparrow + B \text{ or } D$

$\uparrow \downarrow \leftarrow \rightarrow + B \text{ and } D$

$\leftarrow \uparrow \downarrow \rightarrow + B + D$



$\leftarrow \uparrow \downarrow \rightarrow + A \text{ or } C$

$\leftarrow \uparrow \downarrow \rightarrow + B \text{ or } D$

$\uparrow \downarrow + C$

$\uparrow \downarrow \leftarrow \rightarrow + A \text{ or } C$

$\leftarrow \uparrow \downarrow \rightarrow + B + C$

TERRY BOGARD



ANDY BOGARD



JUBEI YAMADA





ters are Terry Bogard and Big Bear. I know Big Bear looks big and awkward, but his size and strength shouldn't be underestimated. If he gets in close on you and grabs you, be prepared for a world of hurt. His signature clothesline and bear hug will make you rethink your strategy.

The first thing I noticed while playing was the precise control you have with the characters, for a fighting game control is a very important element. I also like the full use of the buttons. Having a weak and strong for punches & kicks is great. (Finally, a use for the D button). You'll have to master your character in order to outsmart your challengers and the computer doesn't play fair at all. Each opponent has a different style of fighting so you'll need to adjust yourself. The last four bosses are strong and powerful, and sometimes sticking to the basics will leave you victorious. To help you out, we show you how each move is executed for all the characters. We've even gone a step further and figured out all the "Fatal Moves". So now you can do more than beat someone, but humiliate and destroy the other guy! Hey, isn't that what it's all about? Well, in SNK's quest for the ultimate fighting game Fatal Fury 2 should leave them satisfied for a while. That is until part 3.



# SUPER SIDEKICKS

SNK has done it again, created another sports game! Yippee! Yeah! What's next, another fighting game? What happened to Chrystalis, Magician Lord 2, maybe even a 1st person driving game, or something different, maybe original? Bigger, Badder, Duller!

Don't get me wrong, Super Sidekicks is probably the best soccer game I've ever played. The game has great control, and the animation of the characters is superb. I was happy to see that they enlarged the field. Unlike Soccer Brawl, they use a multitude of screens that add to the realism of the game. Because of the size of



SNK  
SPORTS  
2-PLAYER  
CD-ROM  
AVAIL NOW





the field, the sprite size of the characters was just right. It enables you to see all the fancy footwork going on such as; Overheads, tackling, sliding, and headbutts. The fun factor was there as well, Talko and I kicked this game around for hours, of course I was victorious! Also be sure to check out the shoot-out stage (you can only get there if the game ends in a tie), great first person! Overall Super Sidekicks is an excellent game, but hey... It's only soccer. I need something different to feed my Neo Geo.



# THE GRAVEYARD

ATOMIC

## ROBO-KID

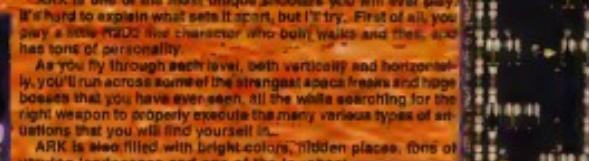


Way back when the Genesis was a relatively new system, a little known arcade game showed up called Atomic Robo Kid. At that time, 16-bit was so new that nobody really knew what it was, so most I'm surprised it up.

ARK is one of the most unique shooters you will ever play. It's hard to explain what sets it apart, but I'll try. First of all, you play a little ARKO live character who both walks and flies, and has tons of personality.

As you fly through each level, both vertically and horizontally, you'll run across some of the strongest space freaks and huge bosses that you have ever seen. All the while searching for the right weapon to properly execute the many various types of attacks that you will find yourself in.

ARK is also filled with bright colors, hidden places, tons of varying landscapes and one of the toughest end bosses of all time. Anyway, if you've never played it, what've you got to lose? You can probably pick up a used copy somewhere or find it overpriced way down. So give it a try and if you don't like it, dig a hole and start your own Graveyard.





Welcome to another edition of Other Stuff, where you get the truth, and nothing but the truth to help me Sonic. First of all as you've already seen on page 24, Street Fighter 2 Champion Edition is on its way to the Genesis. While at the Sega/Capcom press conference where they announced this great marriage, the Enquirer got to play a nearly completed version and said it was almost perfect. The moves were super easy with the new 6 button controller and except for a slight loss of sound quality it felt perfect. Now we can't wait for June. But perhaps the best news of all is the fact that Capcom is now an official 3rd party licensee. That means that Mega Man, Ghouls & Ghosts, and other Capcom originals may finally make their way onto one of the many Sega formats, programmed by the masters, not re-programmed goo like Nerco. No Second title has officially been announced but our guess is that it will be *Mega Man*. (He and Sonic were plastered on everything but the bathroom door). So now Sega has Konami and Capcom and a CD and soon Virtual Reality, I think it's time for Nintendo to make a move... Don't you? Here's another reason for Sega users to celebrate. Virgin games along with Sega and Disney have started development on a 16 meg version of *Avalon*. Heading up the programming is the incredible David Perry, (the programmer of *Sonic* and *Globei Gladiators*) can you imagine what he can do with 16 meg and the Disney animators? Virgin's other Sega projects include Jungle Book, Chuck Rock 2 (*Son of Chuck*), Spot CD, Robocop/Terminator, Terminator CD, and the Incredile Dino Blades CD which features actual cartoon characters interacting on a video game background for the first time. This one will blow you away... You'll see! Another new announcement comes from Konami who is beginning development on a 16 meg Goofy game. But the best news I've heard in a long time is the official word from Konami that *Castlevania Bloodlines* (working title) will be available for the Genesis 4th qtr., this year! And wait till you see Konami's Rocket Knight Adventures in our next issue, it's awesome! And as for Sega themselves, look for a new Road Runner action game, *Bonic 3* (restored to use the new DSP), and *Real Fighters*, the only game that may give Street Fighter 2 a run for its money. There are also some new Sega CD's in the works that we can not yet discuss, but prepare yourselves, you have no idea what this system can do... Believe me.

Now for some Japan news, our International editor Mr. Kuboki is off to cover the big CES show in Japan which we will bring you in depth next issue, but the good news is while he's there he'll be dropping by GameArts to bring us the official scoop on *Slipseed* (which has to be seen to be believed). GameArts has invited us to report on the game's progress and clear up the rumors throughout the U.S. press. They're quite upset when they discovered certain publications have been calling *Slipseed* a Sega product. *Slipseed* will most likely end up here under the Sega license, but no deal has yet been made. Other companies we will visit include: Sega of Japan, Nintendo of Japan, Capcom, JVC, Telenet, Gau, Sonic Team, Climax, SNK, Micro Cabin, and of course Konami. So stay tuned for some serious information and interviews galore.

Now here's that other guy with some Nintendo news...

The second SFX game, *Super Hero Racing* (working title), is well under way, and we hear that it is absolutely amazing. Look for it to be 3 to 4 times better than StarFox! And then there's project's "A" and "C" (Shhhhhh!) Nintendo's other 2 SFX games. Strictly off the record one may be a new RPG and the other a sports title. Other new games in development include: *Super Mega Man*, *R-Type 3*, *Ninja Gaiden IV*, and a new Konami game that is very close to completion, called "Dragon's Magic". Hopefully we'll get a look at this new Konami title at the up-coming CES. As for *Mega Man* and the others, look for those to appear at the up-coming June CES in Chicago.

I know a lot of you are either counting on or wondering about the supposed Nintendo CD, so here's the deal. Many recent articles in the Japanese press say that Nintendo is not really concentrating on a CD right now. Instead they are looking to the SFX chip. Their view is that with a system so new (and affordable) along with the addition of the SFX chip, why release a high priced CD? I'm sure they are also waiting to get a look at 3DO before they make the leap to CD. To date there are no certain specs on the Nintendo CD. Anyway, popular opinion among industry insiders say don't look for a CD until some time in '94. Look at it this way, if StarFox is just a very small sampling of SFX technology, just think of what the future will bring, and there's no new hardware to buy. Remember, Nintendo is very, very, market wise.

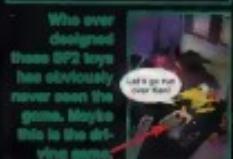
For those of you anxiously awaiting the 3DO, here's some real good news. Don't worry that you're new system may not have software support. Here's some of the over 100 licensees: Namco, Ocean, Park Place, Pony Canyon, Paynose, Sierra, Silicon and synapse Inc., Spectrum Holobyte, Telenet Japan, Victor Musical Industries, Virgin, Absolite, Activision, Argonaut (makers of StarFox), Bignet, Coconuts Japan, Core, Dynamix, EA, Electro Brain, Interplay, Malibu Interactive, Micro Cabin, and Micropress. I think we can rest assured that our new 3DO's will have plenty of awesome new games when it comes out this Fall. Game Fan will be starting a dedicated 3DO section very soon.

In other news...

In a recent conversation, Alari told us that they're new Jaguar would not be present at the June CES. However there will be an official launch at a press conference scheduled for this Fall. Also, the Jag will feature an AY out allowing you to play Lynx games on your big screen... Seeing is believing. And finally, NEC's new 32 bit system will be ready to go this holiday season in Japan, along with 3 games, an RPG, a shooter, and an action title. If all goes well, we will be bringing you screen shots very soon. Well that's it for now, see you next month in Other Stuff.



Taito's first shooter for the Mega LD looks Hot! In fact these shota compare to Namco's mighty arcade monster Galaxian' (pictured below). Let's see, Galaxian will run you about \$1,000,000 bucks and a Mega LD will get you for about \$800. I know which one I'll be buying.



Meet Marty, the new 32 bit FM Towns Home system. Now that Marty's around, the Towns will get some serious games. Stay tuned for our new Marty section starting next month featuring "Death Blade".

Here's an artist's rendering of the Genesis 2: This trimmed down new system will be available later this year at around \$189 (what a deal!), and may come with a 6 button controller. Even though the hardware is the same in both units, this one looks much cooler (and it's \$100 bucks cheaper). Good move Sega!



Now that Namco has signed with 3DO, games like Galaxian 3 and Shadow Hawk seem to far out of reach.



Hey, remember me? I've been waiting for these Game Fan Dexells to get their hands on a cool new machine so they can make my head games look as good as all the Other Stuff in the magazine. Every last these guys won't settle for less. I promise to make it good!





Sega, Do you take Capcom to make you a ton of dough on Street Fighter 2... "We do". And Capcom, do you promise to make SF2, Mega Man, and Ghouls & Ghosts with no flicker or slow down... "We do." Congratulations, I now present Sega e Contender



**Everyone on our staff worked Sonic at Street Fighter 2. It looks like he's gained some weight since Sonic 2. Better trim down Sonic or you'll never fit on that CD.**



"Hey man, I'm gonna work your fat butt", said Honda to Honda. Causing a ground trembling sumo attack to break out (the fat guy won. Hey, it's character vs character!)



Can you believe it? The last thing I thought I would ever see is a 20 meg Version of Street Fighter 2 Champion Edition for the PC Engine/Turbografx. I guess somebody finally woke up. Not only does this version seem to have all the color, but



with 20 megs, you can bet the music and voice will be good too. Champion Edition for the PC Engine goes on sale this June in Japan. Expect to pay about 120 bucks for the game along with a 6 button controller... Hey, they got my money!



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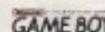
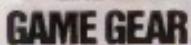
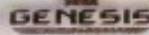
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# THE POSTMEISTER

Hey you! I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail... cuz I'm CRAZY!

Dear Postmeister,

I'm a die hard SNES gamer and I love your magazine. However, why are you people favoring Sega so much? Is it because Wolfteam, a devoted Sega licensee, is working with you? All of your covers and reviews also favor Sega to Nintendo. Once the big "N"'s CD-ROM hits the market Sega will bite the dust, hard. If you print this letter, and show why your mag is top notch, you'll have my respect.

Sushi-X

Parts Unknown

Dear Sushi-X/THE Sushi-X, we don't know,

First of all, we are not "working with" Wolfteam. They have simply chosen us to show their games first in the U.S. We have many friends in Japan, who we work with closely. Secondly, we do not favor Sega, it's just that, right now, they are our role. Also, they have been much easier to work with, getting review materials, etc. Actually, many of our staff favor Nintendo. It's just that, lately, the big titles have been too few and far between. Where's Metroid, Mega Man and Ninja Gaiden IV, to name just a few that should be out by now? As far as SNES CD, don't hold your breath. Nintendo is going to get some mileage out of their SFX chip, for now. So, don't look for the CD until '94. There are still no official spec's for the system. As far as Sega biting the dust, I don't think so. Sega could drop a 32-bit system in you lap tomorrow, but, why should they? They haven't even nicked the surface of what the CD can do and things are going just fine. When it's time to answer, Sega will. So, do I have your respect now?

Dear Postmeister,

We are two guys from Germany, always craving for the latest stuff in entertainment. And, guess what...that's why we tuned in to your next generation magazine. Reliable Information, games rated in comparison, killer art work by Mr. Wolfinger and much more. Best of all, it seems you won't stop at the top. Awesome! We also have a few questions for you. Number one, is there any chance that great RPG's like 3 x 3 Eyes or Dark Wizard will be released on the mighty Sega CD? Number two, will Coemic Fantasy 3, Dragonslayer 2 or Far East of Eden 2 make an appearance on the Turbo Duo? Number three, what type of games are Fhey Area and Aisle Lord from Wolfteam and are they planning to release them in the U.S.? That's all for now and we hope to hear from you soon. Keep on Innovating

Christian and Michael Presl  
Hohenroth, Germany

Dear two guys from Germany,

Hey! Game fan is coming to Europe! Spread the word, I hear you guys are total gamers over there. I think it's awesome. Answer number one: Dark Wizard will be coming out for the Sega CD but, as for 3 x 3 Eyes, well, that particular RPG is about a girl who is possessed, causing her to form a third eye which brings her power. I don't think there's too many American companies willing to take the risk on this one. However, we will review 3 x 3 Eyes in depth next month. Answer number two;

Coemic fantasy 3, yes, Dragonslayer 2, most likely and Far East of Eden 2, very doubtful. Answer number three: Fhey Area and Aisle Lord are both awesome role playing games, even though they don't use the full capabilities of the CD, they are both extremely engulfing. We're trying to talk several third party companies into releasing either one of them. Sooner or later we are going to wake people up and get some RPG's released. Thanks for the letter, say HI to Colonel Klink for me.

Dear Postmeister,

At last, my ever lasting quest for a good magazine has come to an end. Game fan is the best magazine in the world. Believe me I have read French, Italian, English and Swedish magazines and none of them feature the Neo-Geo like you do. Without your magazine, I would have sold my Neo-Geo. Now, some questions about the Neo-Geo. Is the Neo-Geo capable of doing Mode 7? How many minutes of speech can be put into a Geo cart...SNES cart? I've heard that the SFX chip will make it faster than the Geo, is that true? Do you have some more info on Chryatella, is it going to be like Zeldas III? Do you have any pictures of the Neo-Geo CD?

Rodrigo Inostroza  
Stockholm, Sweden

**Dear Rodrigo,**

Who's slow down there, you're making me dizzy! Hey, thanks for the plug. We work our butts off, and it's nice to hear. The Neo-Geo is capable of hardware scaling so they don't need Mode 7. Speech is only limited by cart size (it eats up a lot of megas), so it's up to the game companies on how much they will use. The SFX chip, while doing many things well (including scaling, rotation and texture mapping of polygons) will not re-write the spec's for the system. All information is still fed through the 16-bit bus, so the improvements are not related to system performance as much as object manipulation. As far as Chrystalis is concerned, unfortunately, SNK has jumped on the fighting game bandwagon and is ignoring everything else (unless you into soccer); Sengoku 2, Magician Lord 2 and Chrystalis have all been delayed. Who's running the show over there? Finally, Sony and SNK can't see eye to eye so, for now, the CD is up in the air. I urge all Neo-Geo owners to write SNK and demand RPG's and other types of games. We paid big dough for their system, they owe us!

**Dear Postmeister,**

I would like to complain to Nintendo for the way they heavily censor their games. Why don't you print, in your next issue, an address to which we can write and complain to them. If enough people write to them, they have to change. It's not too late, we can still save Mortal Kombat. Print Nintendo's address, nice and large, so all your readers can send in their thoughts.

Matthew Martin  
Goodlettville, TN

**Dear Postmeister,**

Now that Mortal Kombat will be coming to the Super Nintendo, will the blood and violence that made the game so popular be kept in, or will we, yet again, be censored by

the conservative Nintendo of America and watch dog citizen groups who constantly dictate what we as gamers should and shouldn't play? I am 21 years old. If I want to purchase a game that has this kind of content (I believe it is the only thing that made Mortal Kombat so popular), I should be able to. Sometimes I think people forget we live in America, where we, as citizens, have rights. I hope I don't have to buy the Sega CD to play the games I want to play because Nintendo decided to change the content of it. I urge all gamers, young and old alike, to write NOA and urge them to change their conservative stance to more of a liberal one, like Sega's. Wouldn't gamers like to see Splatterhouse on the SNES? Well, you won't until Nintendo rethinks its policy. One last question, if Nintendo does censor MK in America, will the Japanese MK keep it in? I won't pay seventy bucks if they censor the game.

Robert Dagg  
Dearborn, MI

**Dear Robert and Matthew,**

You're not alone. We received a ton of letters this month just like yours, which is why we address censorship in this month's editorial. I printed yours because you make a good point. You can write to Nintendo, or any third party company for that matter. If enough people do and Nintendo actually thinks it will lose revenue, then you may, indeed, see a change. To help out, we will contact our representatives at Nintendo and Accelism to voice your concerns. You know, we spoke with the programmers of Mortal Kombat at CES and, if it makes you feel any better, he wants the death moves in, too. To answer your last question, since MK is being programmed here, the Japanese version will not have the gore either. Sorry Rob, you may have to buy that Sega CD.

Nintendo of America Inc.  
PO Box 957 Redmond, WA 98073-0957

**Dear Postmeister,**

Me and my friends made a bet about who could find info about Street Fighter III. One friend chose to wait it out for ... another chose ... . Though he's gotten lots of info that he didn't need and lots of advertisements, he is also still waiting. Another friend chose ... , then, last month, showing the first info on SF3 came from your mag. Thanks a lot. I thought about sending you half of what I won, but decided I'd save up to subscribe. Can you keep us posted on the street fighting front? Thanks.

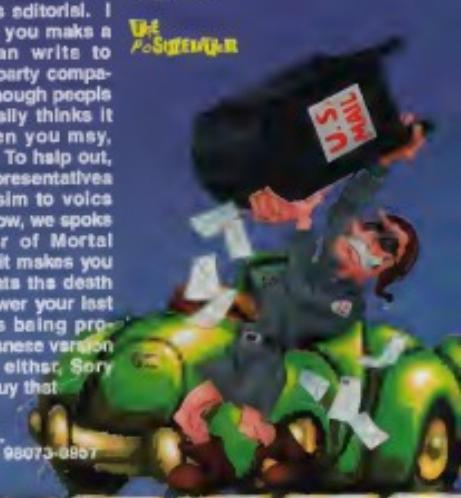
**Dances with Cousin**

**Dear DWG,**

Congratulations on winning your bet. I hope you bet on who would have the first SF2 Champion coverage on the Genesis. That one shot in you-know-where is not of the Genesis version. As for SF3, here's just a little more. At the intro, Bison is standing there and Shadow Lu comes out and kills him. We also know that Shadow Lu has horns. We'll bring you every detail we can in upcoming issues.

'Nuff said.

**The Postmeister**



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Can't see very far ahead in these air ducts. Hard to breath. Blast life-sucking face-huggers with your pulse rifle and exterminate deadly Aliens with your flame thrower and grenade launcher!

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but beware of deadly  
face-huggers!

Nintendo  
Game Boy



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